

Amendments to the Claims:

This listing of claims will replace all prior version, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A method for interfacing with a plurality of wizards in a computer system, comprising the steps of:

(a) providing a link on a launch pad, wherein the link is associated with a wizard, wherein the launch pad comprises a first visual object, wherein the first visual object provides information pertaining to a task performed by the wizard; and

(b) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the wizard than the first visual object.

2. (canceled)

3. (original) The method of claim 1, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

4. (currently amended) A method for interfacing with a plurality of wizards in a computer system, comprising the steps of:

(a) providing a plurality of launch pads on a display of the computer system;

(b) receiving a selection of one of the plurality of launch pads, wherein the selected launch pad is associated with a group of wizards;

(c) providing a link on the selected launch pad, wherein the link is associated with a wizard, wherein the selected launch pad comprises a first visual object, wherein the first visual object provides information pertaining to a task performed by the wizard; and

(d) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the wizard than the first visual object.

5. (canceled)

6. (original) The method of claim 4, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

7. (currently amended) A method for interfacing with a plurality of wizards in a computer system, comprising the steps of:

- (a) providing a plurality of launch pads on a display of the computer system;
- (b) providing a menu of the plurality of launch pads on the display;
- (c) receiving a selection of one of the plurality of launch pads from the menu, wherein the selected launch pad is associated with a group of wizards;
- (d) providing a link on the selected launch pad, wherein the link is associated with a wizard, wherein the selected launch pad comprises a first visual object, wherein the first visual

object provides information pertaining to a task performed by the wizard; and

(e) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the wizard than the first visual object.

8. (canceled)

9. (original) The method of claim 7, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

10. (currently amended) A computer readable medium with program instructions for interfacing with a plurality of wizards, comprising the instructions for:

(a) providing a link on a launch pad, wherein the link is associated with a wizard, wherein the launch pad comprises a first visual object, wherein the first visual object provides information pertaining to a task performed by the wizard; and

(b) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the wizard than the first visual object.

11. (canceled)

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12. (original) The medium of claim 10, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

13. (currently amended) A computer readable medium with program instructions for interfacing with a plurality of wizards, comprising the instructions for:

- (a) providing a plurality of launch pads on a display of the computer system;
- (b) receiving a selection of one of the plurality of launch pads, wherein the selected launch pad is associated with a group of wizards;
- (c) providing a link on the selected launch pad, wherein the link is associated with a wizard, wherein the selected launch pad comprises a first visual object, wherein the first visual object provides information pertaining to a task performed by the wizard; and
- (d) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the wizard than the first visual object.

14. (canceled)

15. (original) The medium of claim 13, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

16. (currently amended) A computer readable medium with program instructions for

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interfacing with a plurality of wizards in a computer system, comprising the instructions for:

- (a) providing a plurality of launch pads on a display of the computer system;
- (b) providing a menu of the plurality of launch pads on the display;
- (c) receiving a selection of one of the plurality of launch pads from the menu,

wherein the selected launch pad is associated with a group of wizards;

(d) providing a link on the selected launch pad, wherein the link is associated with a wizard, wherein the selected launch pad comprises a first visual object, wherein the first visual object provides information pertaining to a task performed by the wizard; and

(e) providing the wizard when the link is selected, wherein the wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to a task performed by the wizard than the first visual object.

17. (canceled)

18. (original) The medium of claim 16, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the wizard.

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